

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) An interactive, handheld apparatus comprising:
a housing;
a display screen on the housing, the display screen configured to display a plurality of images;
an electronic position location system, wherein the electronic position location system includes a processor that is capable of determining a location of a selected region of the display screen;
a stylus for selecting one or more of the plurality of images on the display screen;
a directional control pad on the housing;
a memory device comprising computer code embodying ~~for~~ an educational program, wherein the memory device is operatively coupled to the processor; and
a light ~~associated with~~ in the stylus, wherein the light ~~associated with~~ in the stylus is illuminated to indicate that the stylus is available for use during operation of the educational program.
2. (Original) The interactive, handheld apparatus of claim 1 further comprising:
a light associated with the directional control pad, wherein the light associated with directional control pad is illuminated to indicate that the directional control pad is available for use during operation of the educational program.
3. (Original) The interactive, handheld apparatus of claim 1 wherein one or more of the plurality of images are displayed on the display screen using vector graphics.
4. (Original) The interactive, handheld apparatus of claim 1 wherein the memory device is a removable cartridge.

5. (Currently Amended) An interactive, handheld apparatus comprising:
a housing;
a display screen on the housing, the display screen configured to display a plurality of images;
an electronic position location system, wherein the electronic position location system includes a processor that is capable of determining a location of a selected region of the display screen;
a stylus for selecting one or more of the plurality of images on the display screen;
a directional control pad on the housing;
a memory device comprising computer code embodying for an educational game, wherein the memory device is operatively coupled to the processor;
a light ~~associated with~~ in the stylus; and
control logic configured to control illumination of the light, wherein the light is illuminated at specific points during the course of the educational game to indicate that the stylus is available for use.

6. (Original) The interactive, handheld apparatus of claim 5 further comprising:
a light associated with the directional control pad; and
control logic configured to control illumination of the light associated with the directional control pad, wherein the light associated with the directional control pad is illuminated at specific points during the course of the educational game to indicate that the directional control pad is available for use.

7. (Original) The interactive, handheld apparatus of claim 5 wherein one or more of the plurality of images are displayed on the display screen using vector graphics.

8. (Original) The interactive, handheld apparatus of claim 5 wherein the memory device is a removable cartridge.

9. (Currently Amended) An interactive, handheld apparatus comprising:
a housing;
a display screen on the housing, the display screen configured to display a plurality of images;
an electronic position location system, wherein the electronic position location system includes a processor that is capable of determining a location of a selected region of the display screen;
a stylus for selecting one or more of the plurality of images on the display screen;
a directional control pad on the housing; and
a memory device comprising computer code embodying ~~for~~ a first educational program that uses the stylus, computer code embodying ~~for~~ a second educational program that uses the directional button, and computer code embodying a program that informs ~~for informing~~ a user to use the stylus with the first educational program and the directional control pad with the second educational program, wherein the memory device is coupled to the processor.

10. (Currently Amended) The interactive, hand-held apparatus of claim 9 wherein the apparatus further comprises a speaker coupled to the processor, and wherein the program that informs the computer code for informing ~~a~~ user to use the stylus with the first educational program and the directional control pad with the second educational program causes the display screen to display images on the display screen and audio to sound from the speaker that informs the user to use either the stylus or the directional control pad.

11. (Original) The interactive, hand-held apparatus of claim 9 wherein the first educational program comprises a painting program and the second educational program comprises a game that teaches about letters or spelling.

12. (Original) The interactive, hand-held apparatus of claim 9 further comprising a first light associated with the stylus and a second light associated with the directional control pad.

13. (Original) The interactive, hand-held apparatus of claim 9 wherein the housing has a trapezoidal shape.

14. (Original) The interactive, hand-held apparatus of claim 9 wherein further comprising a hint button coupled to the housing.

15. (Original) The interactive, hand-held apparatus of claim 9 one or more of the plurality of images are displayed on the display screen using vector graphics.

16. (New) An interactive, handheld apparatus comprising:
a housing;

a display screen on the housing, the display screen configured to display a plurality of images;

an electronic position location system, wherein the electronic position location system includes a processor that is capable of determining a location of a selected region of the display screen;

a stylus for selecting one or more of the plurality of images on the display screen;
a directional input device on the housing; and

a memory device coupled to the processor, the memory device comprising computer code embodying a first educational program that uses input from the stylus,

computer code embodying a second educational program that uses input from the directional input device, and

computer code embodying a program that informs a user to use the stylus with the first educational program and the directional input device with the second educational program.

17. (New) The interactive, hand-held apparatus of claim 16 wherein one or more of the plurality of images are displayed on the display screen using vector graphics.